

GAME TECH ASSESSMENT TIER 1



Employee Name: _____

Date: _____

Current Level: _____ Date of Hire: _____ Date of Last Review: _____

Score:	EXCEEDS 90 - 100	ADVANCED 80 - 89	MEETS 70 - 79	NEEDS Improvement 69 or less
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Scoring Key: 5 Exceeds • 4 Advanced • 3 Meets • 2 Below Average • 1 Needs Improvement

GENERAL ASSESSMENT	SCORE
1. Accountability - Accepts responsibility for actions, answerable to consequences	
2. Punctuality & Attendance - Is rarely absent, arrives punctually, works required hours	
3. Cooperation - Has ability to have a good relationship with coworkers and management	
4. Attitude/Respectfulness - Shows initiative, optimism, and politeness	
5. Accepts Criticism - Has ability to learn from suggestions and change behavior	
6. Flexibility - Has capacity to respond to changing situations and expectations	
7. Policy & Procedures - Follows GCG's Procedures and Policies	
8. Quality of Work - Is thorough, accurate, and neat in work	
9. Willingness to Develop Skills - Desires to take on challenges and learn new techniques	
10. Communication Skills - Conveys information effectively and efficiently	
11. Organizational Skills - Has capacity to stay on track and use time effectively	
12. Confidentiality - Does not discuss internal events with coworkers	
13. Appearance/Dress Code - Demonstrates a professional and well-kept appearance	
14. Conflict Resolution - Seeks constructive approaches to resolving workplace issues	
15. Safety - Contributes to a safe and secure environment by following established procedures, including setting up stanchions.	
16. Personal Inventory - Has the ability to keep track of tools, backpacks, carries proper tools for day to day operations.	
17. Availability - Is available to work any shift as needed by the practice	
18. Self-Motivation - Shows ability to take initiative with projects	
19. Facility Needs - Keeps up with facility specific rules, turns keys in on time.	
TOTAL SCORE GENERAL (MAXIMUM 95)	

TECH SKILLS ASSESSMENT		SCORE
20. Manufactures - Knows all Manufactures used within their service area.		
21. Cabinet Types & Identification - Knows different models, where to find model information on serial plate or SOGOS. Knows where to find serial numbers.		
22. Common Hardware - Can identify parts in a machine that are common with different manufactures.		
23. Best Practices / What To Look For - Can walk the floor and find down games, soft tilts, knows to look for flashing candles, BA chutes/bezels not lit. Looks for light bulbs burned out or graphics issues.		
24. Common errors - Can find and trouble shoot common errors found while doing a walk through. Out of service, hard tilts, paper outs, BA tilts, door tilts, how to key off tilts.		
25. Diagnostic Menu Locations - Can find the diagnostic screens. (Elaborate more on features section)		
26. How to use Diagnostic Features - Can test and calibrate touch screens, buttons, lights, sound, and find system information such as voltages and batteries, error logs.		
27. SOGOS - Can open tickets, create tries, search for and order correct parts. Can close tickets in a timely manner.		
28. Bill Validators - Maint. / Flashing - Can PM, replace, flash, troubleshoot connecting parts. Ex. MEI IF card, harness', etc...		
29. Printers - Maint. / Flashing - Can PM, replace, flash, find dip switches or jumpers		
30. Buttons - Maint. / Flashing - Can PM, replace, flash, find dip switches or jumpers		
31. Misc. Parts and Cabinet Maintenance - Can replace basic parts like door struts, cherry switches, power supplies, light boards		
32. Multimeter's - Can test for voltage, continuity or wiring shorts		
33. Moving Games - Knows how to safely move game and follow policies and procedures		
34. Install Hardware - Knows how to replace reel strips, button legends, plexiglass etc.		
35. New Game Install - Can safely move games in, base and properly align and bolt games.		
TOTAL SCORE SKILLS (MAXIMUM 80)		
WRITTEN TEST SCORE	TEST LEVEL	(For office use)

REMARKS & RECOMMENDATIONS

EMPLOYEE'S COMMENTS

SPECIFIC DEVELOPMENT PLAN/GOALS

SALARY REVIEW

Current Wage Per Hour: _____ New Wage Per Hour: _____

New Tier Level: _____ Effective Date: _____

HR Signature: _____ Date: _____

Director Signature: _____ Date: _____

Employee Signature: _____ Date: _____